MOSSMAN

Game ddesigner and artist
Wordpress & WooCommerce and Front-end expert
Producer and Project manager

Pau Elias Soriano

Profile

Contact	+34 619 45 52 69
	mossman@mossman.es
Birthday	21 July 1992
Address	Av. Sadurní 51 Begues 08859 Barcelona Spain
Web / Portfolio	www.mossman.es

Other experience

C# / Unity developer
6 years

Shader developer
2 years

Objective-C / iOS developer
3 years

Java / Android developer
3 years

OpenGL / ES / WebGL developer
3 years

Languages

Spanish and Catalan
Native and bilingual proficiency.

English
Professional proficiency.

Skills

Art, Animation & Games
- Game design.
- Concept art for games.
- Pixel art.
- 3D models for games and Digital sculpture.
- Light and Special effects for games.
- 3D & 2D animation and Stopmotion.
- Video editing.
- Shader design and programming with

Web, Mobile & Vector
- Responsive web design.
- Mobile app design.
- SEO & SEM.
- UI / UX.
- Graphic and corporate design.
- Typography design.

Production & Management
- Agile methodologies.
- Project and team management.
- Crowdfunding.

Education

HND Game design and development
2011 - 2013
CEV Interactivity and New Media in Barcelona, Spain (Center affiliated to the University of Essex)

Scientific A levels
2008 - 2010
Colegio Sagrada Familia Gavà in Barcelona, Spain

Experience

Director & Producer
Chloroplast Games & ChloroSoft, 2010 - Present

As producer I build a iterative and incremental software development methodology for managing all projects in CG. This workflow mixes adaptative and predictive methods to achieve that senior and junior developers can work together in a flexile and agile way. Also this workflow allows to analyze how developers solves tasks and improve their efficiency in the next milestone.
- Created a Production and Development workflow Guide.
- Project and team management.
- Design of development strategies and project planning.
- Design Marketing and PR strategies.
- Crowdfunding campaign planning.

Game designer & Pixel / 3D artist
Chloroplast Games, 2011 - Present

Responsible for videogame design developed in CG and creation of 2D and 3D graphics and animations.
- Prototyping games and Game development. (OpenGL, Unity and Construct 2)
- Gameplay, controls, character, UI, level and item design.
- 2D graphics and animation. (Pixel art, Hand-paintend, Vector and Photorelistic)
- 3D modeling and animation for games. (3Ds MAX, Maya, Mudbox, Zbrush, Unfold3D, 3D Coat)
- Special effects for games.

Project manager & Front-end web developer
Azurite Techs, 2016 - Present

Front-end web development with CSS3, HTML5, Expression engine.

Freelance Graphic, Web & App designer
2006 - 2016

Creative solutions for many clients along 8 years. Specialized in web development, graphic design and Wordpress development.
- Front-end web development. (CSS3, HTML5, Javascript, jQuery, Bootstrap, AngularJS)
- Back-end development & custom CMS development. (PHP, MySQL)
- CMS web development. (Wordpress, WooCommerce, PrestaShop and Joomla)
- Brand design. (Photoshop, Illustrator, Typo, Newsletters, Banners, Brochures, Business cards)
- Design and development apps for Android, iOS and Windows Phone.
  (Native and Web apps with jQuery Mobile and Apache Cordova)

Front-end web developer
ITL Bussines & TwentyFourSquare, 2014 - 2015

Front-end web development with CSS3, HTML5, Expression engine.

Graphic & Web designer
Actiserver Internet Advertising, 2013 - 2014

Web design and development department director. Project manager and lead designer. Front-end web development and graphic design for clients.

For more information please visit my online extended resume (mossman.es/cv). I've condensed my resume for brevity so feel free to contact me for more information.